<Untitled> Application Workspace

# **Application Workspace**

The application workspace is an area on the Natural Studio screen where all mapped applications and their objects are shown in a view which complements the existing logical, flat and file views. In this area, a tree structure comprising all objects linked to an application is displayed.

Applications are managed by the Natural Development Server and stored in the development server file.

The following topics are covered:

- Using the Application Workspace
- Application Wizard
- Mapping an Application Server
- Creating a New Application
- Mapping/Unmapping an Application
- Connecting/Disconnecting a Base Application
- Properties of Applications
- Creating New Objects for an Application
- Linking/Unlinking a Natural Object to an Application
- CATALL for Applications

#### **Related Topic:**

• [DOCU::DOCU]Application Concept[DOCU::DOCU]

(This topic is described in the Natural SPoD documentation on the Natural documentation CD.)

## **Using the Application Workspace**

Initially, when the new Natural version is started for the first time, the application workspace will not be shown.



• From the "View" menu, choose "Application Workspace".

When the application workspace is displayed for the first time, it does not contain any applications; only the "Applications" node is displayed. You can either map existing applications or create new applications which are automatically mapped, using the context menu of the "Applications" node.

When Natural is started the next time, all applications, which were mapped in the previous Natural session, will be automatically re-mapped.

For base applications the following *states* are possible:

### Mapped

An application is in the state "mapped", when it appears in the tree view. A mapped application can either be connected or disconnected.

When the commands "New" or "Map" are executed, the application will be mapped and connected. After closing the Natural session, the application remains mapped, but will be disconnected.

### Unmapped

An application is in the state "unmapped", when it does not appear in the tree view. With the command "Unmap" you remove a mapped application from the tree view. If the application was connected, it will automatically be disconnected.

Connected

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Application Wizard <Untitled>

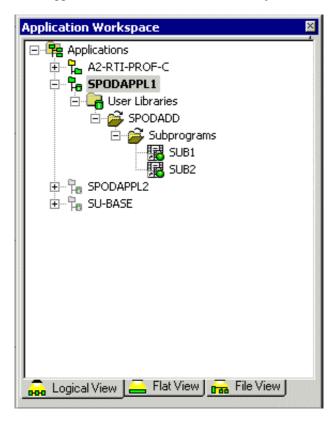
A mapped application is in the state "connected", if a server session is running for this application. A connected application can be identified by the "colored" base application icon.

With the command "Disconnect" you shut down the server session.

#### Disconnected

A mapped application is in the state "disconnected", if no server session is currently running for this application. A disconnected application can be identified by the "greyed" base application icon. When Natural is started, all mapped applications are intially in disconnected state. You can re-connect the applications using the command "Connect", or simply expand the node.

The sub-nodes of an application node are the linked objects ordered by the library where they are located. These nodes appear in a similar manner as Natural objects in the library workspace.



The application workspace consists of a "Logical View", "Flat View" and "File View" like the library workspace.

This document describes only those commands which are not available in the library workspace; for the other commands see the library workspace documentation.

# **Application Wizard**

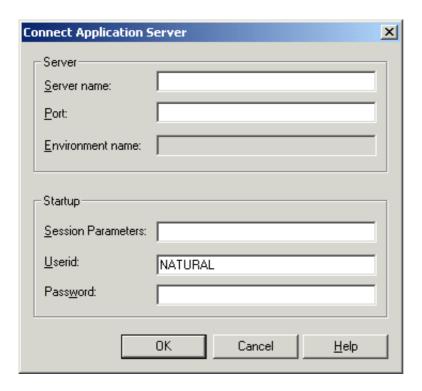
The application wizard is a tool to handle with applications as a simple alternative to the application workspace. The application wizard can be used to add, copy, rename and modify applications. Linking and unlinking natural objects to/from an application is also possible.

### **Requirements:**

Before using the application interface an application server must be mapped. See Mapping an Application Server for further information.

If the application wizard was started before an application server is mapped, the following dialog comes up to map the application server:

<Untitled> Application Wizard



### To activate the Wizard:

- 1. Because the Application Wizard is implemented as a plug-in, the plug-in interface must be activated as described in the Plug-in Manager
- 2. Activate the Application Wizard Plug-in in the Plug-in Manager
- 3. Under **Tools** start the wizard with the entry 'Application Wizard'
- 4. If the application server was mapped (see below) the following screen will appear:



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# **Mapping an Application Server**

Before the first application is mapped or created, a development server session has to be started, which is used to connect the Application Manager which handles all application data. The "Map Application Server" dialog is displayed to collect the information for starting this development server session.

The settings for this session will be stored in the user profile (.PRU). When Natural is started the next time, the session will be started when the "Applications" node is expanded. However, the "Map" dialog will be displayed again if a password is required.

The Application server environment settings can be changed with the "Properties" dialog of the "Applications" node, see Changing Application Server Properties.

# **Creating a New Application**

## To create a new application

- 1. In the application workspace window, select the "Applications" node.
- 2. Click the right mouse button and, from the resulting context menu, choose "New...". The "New Application Base Settings" dialog is displayed.
- 3. Enter the name of the application (must be unique over all applications) and choose the type of the application ("Base" or "Compound").
  - The maximum length of the application name is 32 characters.
- 4. **For a base application:** choose the type of the server ("Mainframe" or "Open Systems"). The type of the server is predefined with the Application Server session type.
- 5. Choose "Next".
  - The "New Application Description" dialog is displayed.
- 6. Enter a description for the application.
- 7. For a compound application: Choose "Finish".

#### For a base application:

The "New Application - Environment Settings" dialog is displayed.

Enter the development server session settings for the application. These are the settings of the session which is started when the application is mapped.

The server name and port number are mandatory; the profile settings (name, database ID and file number) for server type "Mainframe" or the NATPARM module name setting for server type "Open Systems" are optional. All entries are pre-filled with the Application Server session settings. You can change them as needed. Choose "Finish" if you want to create the application with the specified settings.

Note: In every dialog, you can choose "Back" to go back to the previous dialog and change the settings.

# Mapping/Unmapping an Application

From the pool of all available applications, you can view the applications you are working with in Natural Studio. You have to map every application you want to display in your environment.

A mapped application will be displayed in the application workspace until you unmap this application. An application can be mapped by several users at the same time. It will only be locked momentarily when a command changes the application settings (e.g. links an object).

When you map a base application, a session on the specified development server is started for working with the linked objects. The profile settings for this session are defined by the base application.

When you unmap an application, this application will be removed from the application workspace. Unmapping is an action that has a visual effect only. The changes a user has applied to the application will not be affected when you

unmap the application.

## To map an existing application

- 1. In the application workspace window, select the "Applications" node.
- 2. Click the right mouse button and, from the resulting context menu, choose "Map ..".

  The "Map Application" dialog is displayed. It lists all available applications with the following information: application name, application type, development server name, development server port number.
- 3. Select the application you want to map.
- 4. Enter a password in the "Password" field if the development server session for the application requires a password.
- 5. Choose "OK" to map the application.

If the password is missing or incorrect (only for base applications), the "Map Application <applicationname>" dialog will prompt for it. The recent password you supplied in the Application Workspace will be used as default.

The application is added in the application workspace window.

For mapping an application using the command line, see the system command MAP.

## To unmap an application

- 1. In the application workspace window, select the application to be unmapped.
- 2. Click the right mouse button and, from the resulting context menu, choose "Unmap".

The selected application is removed from the application workspace.

For unmapping an application using the command line, see the system command UNMAP.

# Connecting/Disconnecting a Base Application

A mapped base application can be either in the "connected" or "disconnected" state. The base application is connected, if currently a server session is started for this application. For working with the linked objects of a base application, the application must be connected.

When Natural is started, all previously mapped applications are initially disconnected. If a compound applications is mapped, all linked base applications are initially disconnected.

A connected base application can be identified by the "colored" base application icon and a disconnected base application by the "greyed" base application icon.

## To connect a disconnected base application

- 1. Expand the base application node, or select the base application node.
- 2. Click the right mouse button and, from the resulting context menu, choose "Connect". If the password is missing or incorrect, the "Map Application" dialog will prompt for it. The recent password you supplied in the Application Workspace will be used as default.

### To disconnect a connected base application

- 1. Select the base application node.
- 2. Click the right mouse button and, from the resulting context menu, choose "Disonnect".

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Properties of Applications <Untitled>

# **Properties of Applications**

- Displaying Application Server Properties
- Changing Application Server Properties

## **Displaying Application Server Properties**

## To obtain general information about the mapped applications

- 1. In the application workspace window, select the "Applications" node.
- 2. Click the right mouse button and, from the resulting context menu, choose "Properties". The "Mapped Applications Properties" dialog is displayed.

The dialog has two tabs:

### • General

The "General" tab shows the state (connected or disconnected), and, if the state is "connected", the number of mapped applications, the database ID and file number of the development server file. This information cannot be changed.

### • Application Server

The "Application Server" tab shows

- the name,
- the port number and session parameters,
- the user ID of the development server session, which is used to connect the Application Manager on the Natural development server.

This information can be changed (see section "Changing the Application Server Properties" below).

## **Changing Application Server Properties**

Changing the application server settings is basically not necessary, because all application data should be stored in one [DOCU::DOCU]Natural Development Server File[DOCU::DOCU].



Keep in mind that all mappings in the application workspace are lost if you change the application server settings, because it is uncertain which development server file will be used from the new application server.

## To change the properties of the application server

- 1. In the application workspace window, select the "Applications" node.
- 2. Click the right mouse button and, from the resulting context menu, choose "Properties". The "Mapped Applications Properties" dialog is displayed.
- 3. Click the "Application Server" tab, enter the new application server settings and choose "Apply" or "OK" to save your settings.
  - A message box appears asking you if you really want to change the application server settings.
- 4. Choose "OK" to confirm your changes.

The application server settings are changed, the started development server session is shut-down, all currently mapped applications are unmapped, and a new development server session is started.

# **Creating New Objects for an Application**

You can either use a library that already exists in the attached FUSER system file or create a new library in the FUSER for an application. An existing library is unknown to the application as long as this library has no objects linked to it.

The action of creating a new object is similar to the procedure used for the library workspace, see also Introduction to Natural Studio and Natural Studio.

The new object is automatically linked to the selected application.

**Note:** Unlinking such an object from the application will remove not the Natural object itself but only the link to the application.

# Linking/Unlinking a Natural Object to/from an Application

An application contains links to Natural objects. This means, that the application "knows" only the location where a Natural object is stored, but the contents of this object are not part of the application data. The Natural object is stored in the FUSER system file which is defined by the environment settings (server, server port and profile) of the application.

For this reason, not all of the commands which are available for a Natural object in the library workspace are available for the same object in the application workspace. It is not possible to delete, rename or move a Natural object in the application workspace. However, all commands which are needed to change the source and the executable object of a Natural object are available in the application workspace.

In addition to the way objects or applications can be linked as described below, you can use the drag and drop feature. Objects can be linked to base applications by dragging them from the library workspace to the application workspace and dropping them on the target application. This applies to single objects, libraries or groups (for example all the programs in a library) under the following conditions:

- the session in the library workspace must be started with the same server and port number as the application session in the application workspace and the database IDs and file numbers of the FUSER of both sessions are the same;
- both sessions must be connected;
- only sources can be linked to applications.

### To link a Natural object to an application

- 1. In the application workspace window, select the application you want to link to the Natural object.
- 2. Click the right mouse button and, from the resulting context menu, choose "Link...".

For a base application: The "Link Objects to Application" dialog is displayed.

### To link a Natural object from a library (e.g. a program)

- 1. Select the library in the "Look in" drop-down list box.
- 2. In the "Objects of Type" drop-down list box,
  - either select "All Programming Objects" if you want to list all programming objects from the library
  - or select a specific type if you want only to list objects of this type.
- 3. Select all objects you want to link.
  - Or enter their names in the "Object Names" edit field.
- 4. Choose "OK" to link the selected objects.

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## To link a Natural object which does not belong to a library (e.g. a DDM)

- 1. Select the type in the "Objects of Type" drop-down list box (e.g. "DDMs"). The "Look in" drop-down list box is disabled and all objects of the specified type are listed.
- 2. Select all objects you want to link.
  Or enter their names in the "Object Names" edit field.
- 3. Choose "OK" to link the selected objects.

The linked objects appear in the application workspace.

For a compound application: The "Link Application to Application" dialog is displayed. The dialog lists only base applications.

### To link an application to a compound application

- 1. Select one or more applications you want to link to the compound application.
- 2. Enter a password in the "Password" field (if the development server session for the application requires a password).
- 3. Choose "OK" to link the application.

If the password is missing or incorrect, the "Map Application" dialog will prompt for it. The recent password you supplied in the Application Workspace will be used as default.

The linked applications appear in the application workspace. They are disconnected and can be connected by expanding the node.

### To unlink a Natural object or application from an application

- 1. In the application workspace window, select the node of the object or application you want to unlink from the application.
- 2. Click the right mouse button and, from the resulting context menu, choose "Unlink".

The selected object (either a Natural object or a sub-application) is removed from the application workspace.

# **Changing the Settings of an Application**

All changes which are applied to an application (e.g. change name or link an object), will be stored directly in the Natural development server file.



If you change the environment settings of an application, keep in mind that changing the FUSER and FDIC settings can have the result that the Natural objects linked to the application are no longer found! Moreover the FDIC settings should never be changed in the application workspace, because this implies that a different application data pool is used.

## To change the settings of an application

- 1. In the application workspace window, select the node of the application you want to change.
- 2. Click the right mouse button and, from the resulting context menu, choose "Properties". The "Application *<applicationname>* Properties" dialog is displayed.

This dialog has the following tabs:

<Untitled> CATALL for Applications

#### General

The "General" tab shows the following information about an application:

- the name of the application,
- the type of application (for base application the platform also),
- the date and time when the application was last modified and the user ID of the user who changed the application,
- O the date and time when the application was created and the user ID of the user who created the application,
- for base applications, the state (connected or disconnected),

The information cannot be changed.

#### Description

The "Description" tab shows the description of the application. The description can be modified.

#### • Environment (only for base applications)

The "Environment" tab shows the start-up parameters for the development server session, which is started for the selected application.

The following information is displayed:

- O the server name and port number,
- the user ID,
- the profile name (Mainframe development server) or NATPARM module (OpenSystems development server),
- the database ID and file number of the profile (only for Mainframe development server).

The server name and port number can be changed, as long as no objects have been linked to the application. All other settings can be changed at any time.

### Entry Points

In the "Entry Points" tab you can specify the main library and entry points of your application. You can use this tab for descriptive purposes, and additionally, XRef Evaluation will use the information specified here for cross-reference analysis of an application.

In the field "Main Library", select the logon library your application is intended to be started from.

The Entry Points table displays all objects, which are linked to the application and which are possible entry points. You can select one ore more objects to become entry points for your application.

## **CATALL for Applications**

If a CATALL command is issued for a library in the application workspace, only those Natural objects which are linked to the selected application are cataloged.

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